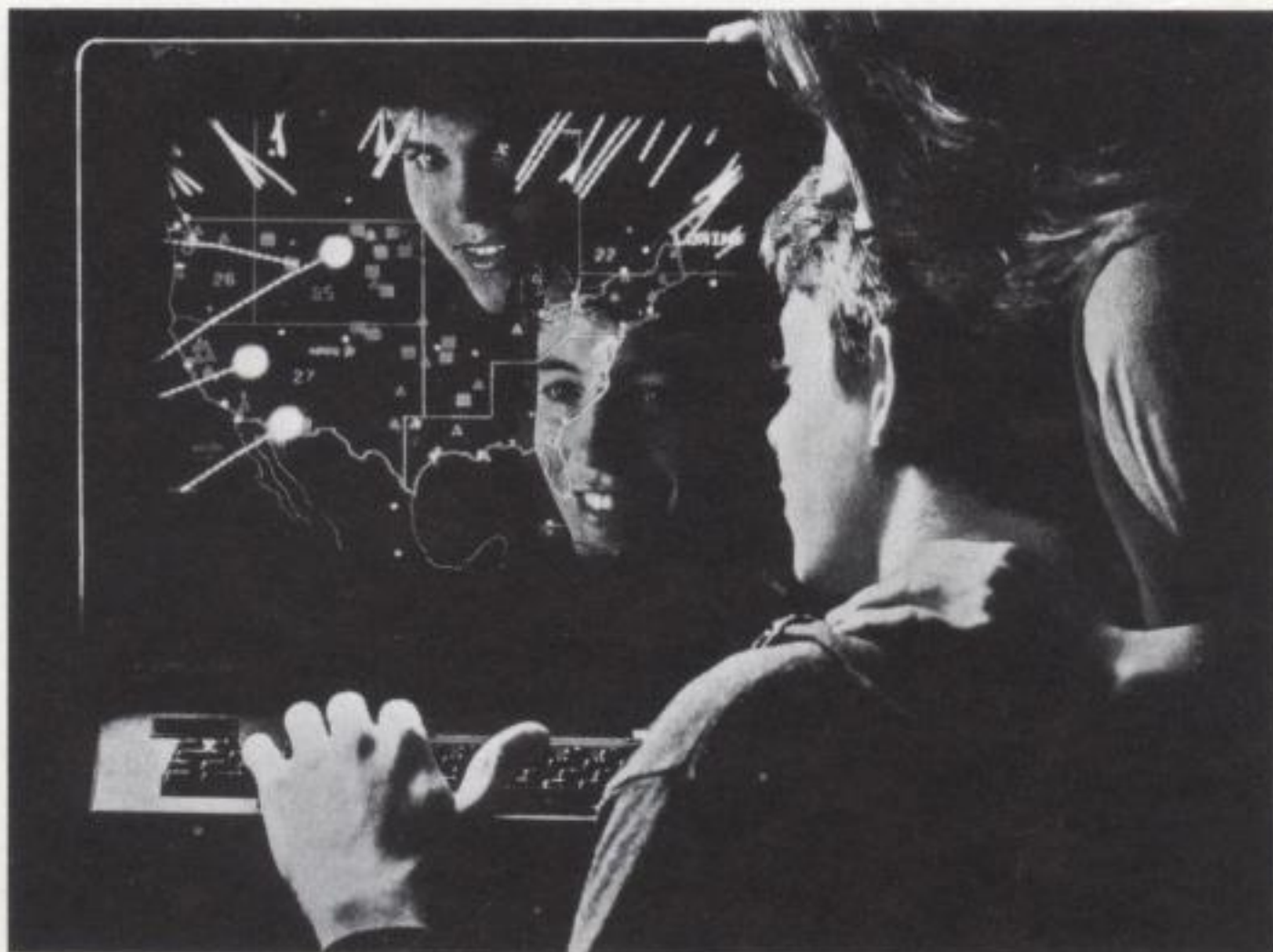


DEFENSE MANUAL

WARGAMES

Based on the hit MGM/UA Movie!

For use with either **COMMODORE® 64™** or **ATARI®** computers with minimum 48K RAM.



Captures all the heartstopping tension and excitement of the United Artists blockbuster movie!

- For one player
- Choose from Eight Challenge Levels

COLECO

RED ALERT!

You are the commander at NORAD defending the United States against an enemy attack. You have only minutes to make life or death decisions as you defend against enemy bombers, subs and missiles. Every second counts. Race against the clock and the enemy to save the world from Doomsday.

Your orders: Defend prime targets (cities and military bases) in the United States with the help of the NORAD defense computer. If your defense is successful, you stop the NORAD computer from launching an ICBM counterstrike that will surely result in the destruction of all mankind.

War Games . . . is it a game, or is it real?

GETTING READY TO PLAY

Caution: This disk is designed to be used with one of two computer systems. Use of the disk with one system may make it inoperable with the other.

Loading the Program

ALWAYS MAKE SURE YOUR COMPUTER SYSTEM IS TURNED OFF BEFORE STARTING TO LOAD THE PROGRAM.

Atari:

1. Remove any disk from the disk drive.
2. Turn the computer console off.
3. Remove any cartridge that is in the cartridge slot on the computer console.
4. Turn the disk drive on (or leave it on if it is already on).
5. Insert the disk into the disk drive, and close the door.
6. Turn the computer console on.

NOTE: If the program does not automatically start loading, repeat the loading operation and hold down the Option key from the start of step 6 until the program loads.

While the program is loading, you'll see the "Loading Message." When the program has loaded, the War Games Title screen will appear. Press the Play/Action button on the Port 1 Controller after the title-animation sequence ends and get ready to choose your challenge level for global thermonuclear war.

Commodore 64:

1. Remove any disk from the disk drive.
2. Turn the computer console off.
3. Remove any cartridge from the cartridge slot on the computer console.
4. Turn the disk drive on by pressing the power switch on the back panel of the disk drive (or leave on if already on).
5. Turn the computer console on.
6. Insert the disk into the disk drive, and close the door.
7. When the "Ready" message appears, type in the command, **LOAD "*" ,8,1.**
8. Press **RETURN**.

While the program loads, the "Loading Message" will appear on your screen. When the program has loaded, the War Games Title screen will appear. After the title-animation sequence ends, press the Play/Action Button on the Port 2 Controller and get ready to choose your challenge level for global thermonuclear war.

Choose Your Challenge

When the Message Screen appears, choose a Challenge Level from 1-8 by pressing the Control Stick up or down until the arrow points to the Challenge Level you want to play. Then press the Play/Action Button to enter your choice.

Challenge Level 1 is the easiest and a good starting level. After you wage a few War Games campaigns, your reflexes will become quicker and you'll be more at ease with controller use. Practice your strategy at Challenge Level 1; then try a harder level. The higher the level, the more bonus points you earn for a successful defense.

At higher Challenge Levels, you have more time to defend the United States, but the aggressor attacks at lightning-fast speed. The entire aggressor arsenal is thrown at you in a ferocious onslaught.

You're now ready to start your War Games campaign.

USING YOUR CONTROLS

War Games uses a single hand controller. The uses of the Control Stick and Play/Action ("Fire") Button are explained in the sections that follow.

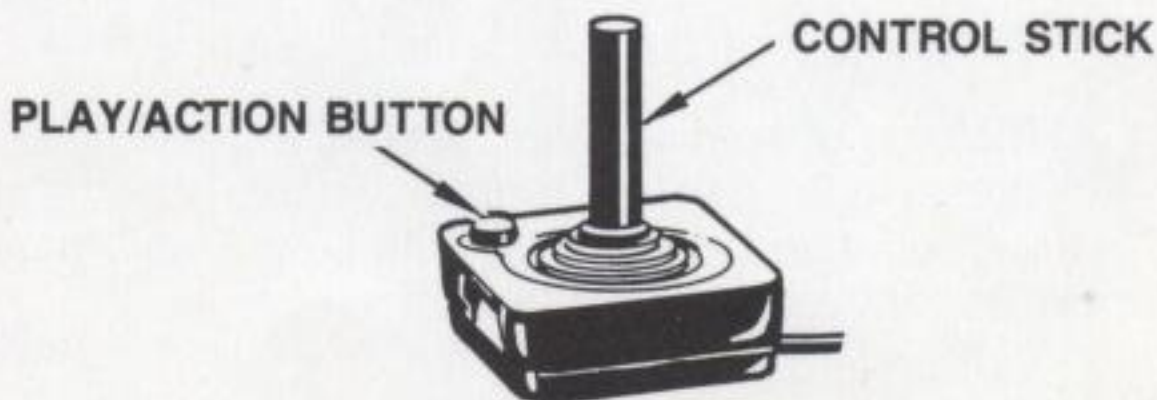
One-Commander Campaign

Atari

Plug the Controller into **Port 1**.

Commodore 64

Plug the Controller into **Port 2**.



Displaying Strategic and Sector Maps

The first map you see on the screen at the start of the game is the Strategic Map.

- To display a Sector Map when the Strategic Map is displayed on the screen, press the Control Stick until the center of the cross hairs completely overlaps any point of the Sector Map you want. Then press the Play/Action Button. The chosen Sector Map will appear on your screen.
- To display the Strategic Map when a Sector Map is displayed on the screen, press the Control Stick until the cross hairs move off the map. The Strategic Map will appear.
- To switch from one Sector Map to another, first display the Strategic Map. Then display the Sector Map you want by following the instructions above.

Choosing a Defense

- To choose a defense when no defense is activated or to change defenses, first press the Play/Action Button. Then while the Play/Action Button is depressed, press the Control Stick in the direction that matches the defense you want on the "Weapons Selector" on the screen.
To choose a different Interceptor when you're defending with Interceptors, first press the Play/Action Button. Then move the Control Stick from the neutral (center) position to the right until the cross hairs overlap the Interceptor you want.

Choosing a Destination

- To choose the destination of your defense, first release the Play/Action Button. Then press the Control Stick to move the cross hairs to the destination you want.

NOTE: Be careful not to move the cross hairs off the Sector Map.

Locking In a Destination

- Move the Control Stick so that it is in the neutral (center) position (if it is not already there). Then press the Play/Action Button. You'll know you've locked in on the destination by the movement of your chosen defense.

Defenses Activated

When your defenses are activated, this is what happens:

- The Sub Patrol starts moving to the cross hairs.
- The Interceptor Jets start moving to the cross hairs.
- The ABMs launch missiles toward the cross hairs.
- The Satellite fires its particle beam toward the cross hairs.

Practice Drills

Just as NORAD holds test drills, so should you. Before waging your first real War Games campaign, play a few games and practice with each defense. Take time to learn how the controls work and how each defense is used. Once you've practiced a few times, intercepting the enemy will become easier as will the step-by-step order of using your defenses. Then, wage your first War Games campaign with confidence!

HERE'S HOW TO PLAY

You hold the fate of the United States—possibly the world—in your hands. Can you save the world from doomsday? Here's how to wage a War Games campaign.

Defense Plan

Look at the Strategic Map displayed on your monitor. Now decide which Defense Sector (A-F) is in the greatest jeopardy. Press the Control Stick until the cross hairs overlap the sector you want to defend. Then press the Play/Action Button to display that sector.

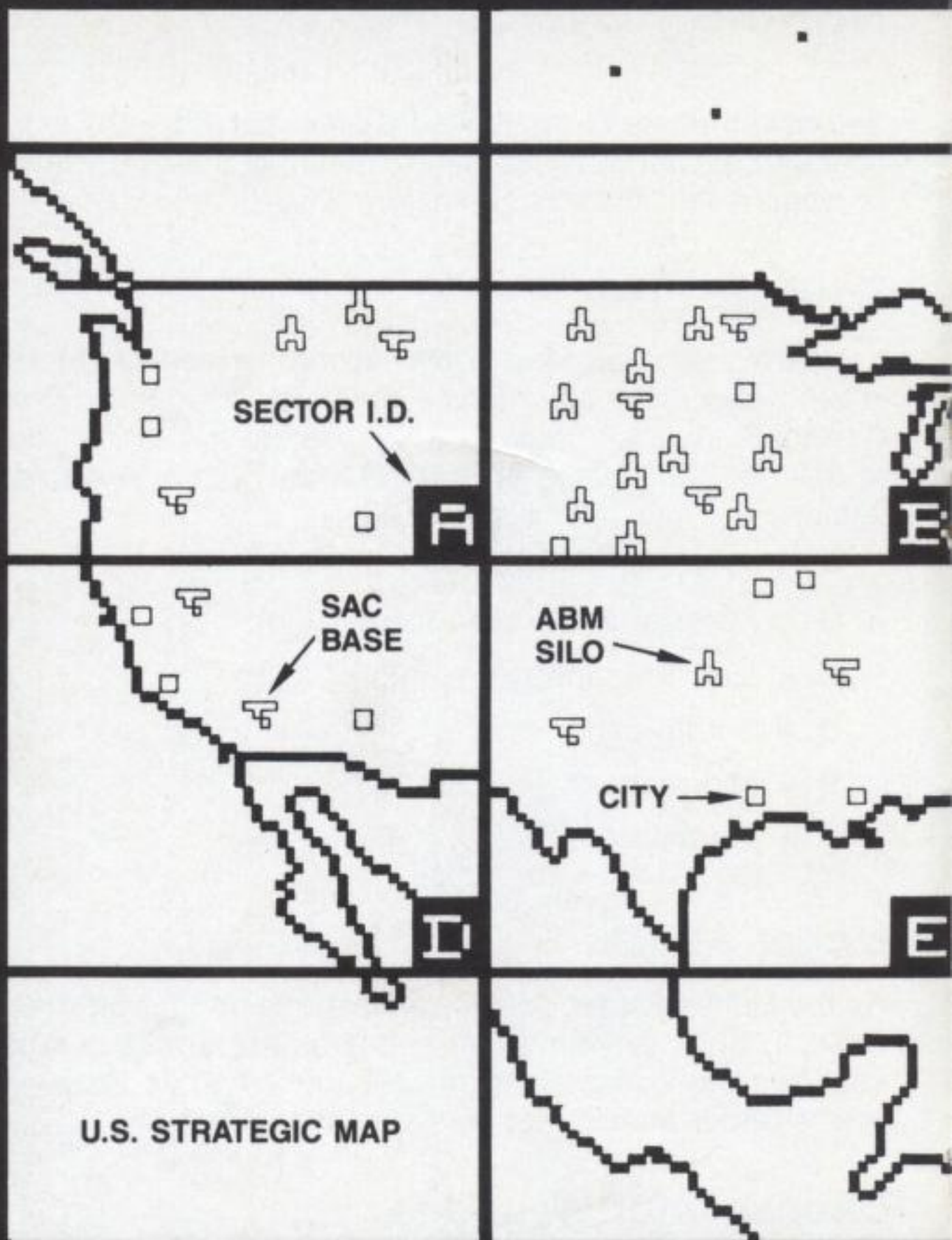
- A = Pacific Northwest
- B = Midwest and Plains States
- C = New England
- D = Southwest
- E = Midwest and Gulf States
- F = Southeast

Under Attack!

All the United States defensive weapons appear on the sector maps in **blue**. Anything that appears on the map in **white**—a sub, bomber, or incoming missile (dotted white line)—means you're under attack! Get your defenses ready.

Choose Your Weapons

Use your defenses to protect the sector. Once a defense is initiated, immediately choose another sector to protect. The NORAD computer carries out your orders, freeing you to protect another sector.



STRIKE POINTS

MESSAGE AREA

INCOMING
ENEMY

SECTOR
DEFCON
STATUS

A B C

5 5 5

D E F

5 5 5

TOTAL
DEFCON
STATUS

TIME

6 : 10

5

TIME REMAINING

COUNTER-
STRIKE TIME

SCORE


0000

WEAPONS SELECTOR



You can defend the United States using four defenses: Sub Patrols, ABMs, Interceptor Jets and Satellites. Each Defense Sector will not contain all of the defenses. **Each** defense is set in motion in the same step-by-step order:

1. First, press the Play/Action Button.
2. While the Play/Action Button is depressed, press the Control Stick in the direction that matches the defense you want on the "Weapons Selector" on your screen.
3. Release the Play/Action Button and press the Control Stick to move the cross hairs to the destination you want.
4. Return the Control Stick to the neutral (center) position and press the Play/Action Button to lock in the destination of your defense.



SECTOR
DEFCON
STATUS

A	B	C
5	4	5
D	E	F
5	5	4

TOTAL
DEFCON
STATUS

TIME


5:18

4

STRIKE POINTS

150,000

SATELLITE READY



Condition Red!

To the right of the map area is an indicator that displays the current **Defense Condition** or **DEFCON** for each of the six Defense Sectors and the **TOTAL DEFCON** for the entire United States. Constantly monitor all the SECTOR DEFCONs and the TOTAL DEFCON. When any SECTOR DEFCON turns **red**, that sector is under attack. When the SECTOR DEFCON is **gray**, that sector is no longer under attack.

A TOTAL DEFCON of 5 is peace; a TOTAL DEFCON of 1 indicates counterstrike status. Don't let the TOTAL DEFCON drop to 1. If it reaches 1, the counterstrike countdown starts at 60 seconds and you must do everything you can to raise its level back up. Remember also to keep an eye on the Time Remaining (bottom right of your monitor). This shows how long you have to wage your campaign. Don't let time slip through your fingers!

Fire When Ready!

The NORAD command computer alerts you to the readiness status of your chosen defense. If the weaponry is operational, the computer sends you a "**Ready**" message. When a defense is **not** operational, a message tells you so.

Strategy and Tactics

NOTE: Your selected weapon must contact the incoming enemy to eliminate that enemy.

Sub Patrols: All Defense Sectors except Sector B have Sub Patrols. U.S. Subs can be used **only** against enemy subs.

Interceptor Jets: All Defense Sectors have SAC Bases from which you can scramble Interceptor Jets. They can be scrambled against both enemy missiles and bombers.

ABMs: Defense Sectors A, B and E have ABM bases. ABMs can be launched only against enemy missiles. Additional ABMs cannot be launched from a sector if other sector ABMs are still "in flight."

Satellite: The Satellite's particle beam is effective against **every** aggressor weapon. The Satellite is the most powerful weapon in your arsenal. When it's ready for use, make it your first line of defense.

Tactical Hints from NORAD Command

- The aggressor attacks most intensely from the north. Direct your defense to the northern sectors first.
- Enemy bombers move very slowly; so defend against incoming enemy missiles first. Then conduct a "mopping-up" operation against the enemy bombers.
- If you fail to intercept an enemy sub with your Sub Patrol, switch immediately to Interceptor Jet defense.

Operation War Games

Now it's up to you. You've got the knowledge, you've got the defenses and—you've got the skill. The fate of the world rests squarely on your shoulders. It's time for War Games.

Aftermath: What Can Happen

Cease-fire

Everyone in the control room breathes a sigh of relief. You did it! You singlehandedly bought enough time for diplomats to negotiate with the aggressor.

Counterstrike

You couldn't quite pull it off. The attack was just too fierce. The counterstrike countdown started and things started to snowball. You couldn't stop the NORAD computer from launching the ICBM counterstrike. However, unlike real global thermonuclear war, you can try to save the world again and again.

War Games Debrief

War Games is a simulation of a nuclear strike. Some terms used here are different from those actually used by NORAD. The weaponry and strategy were designed to enhance the simulation and make it challenging and exciting.

Automatic pause on Atari

If the game is left for two minutes with no controller input, the screen blanks. To resume play, press the Control Stick or the Play/Action Button.

Starting over

Press **"R"** or **"r"** on the keyboard or press the Play/Action Button to wage another campaign at the same Challenge Level. Press **"G"** or **"g"** on the keyboard to choose a new Challenge Level.

Reset

On the Atari computers the Reset Button clears the computer. It can be used at any time to start a new game, and can also be used in the event of game malfunction.

SCORING

Aggressor Eliminated	Strike Points
Incoming Missile	10,000
Enemy Sub	50,000
Enemy Bomber	50,000

Good Guys Finish First

If you're successful, you'll earn these End-of-the-Campaign bonuses:

Cities Saved Bonus: The number of cities saved times your Challenge Level times 3,000,000.

Military Bases Saved: The number of military bases saved times 1,000,000.

THE FUN OF DISCOVERY

This instruction booklet provides the basic information you need to get started playing War Games, but it is only the beginning. You will find that this game is full of special features that make it exciting every time you play. Experiment with different techniques—and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that the physical components of this disk will be free of defects in material and workmanship for 90 days from the date of purchase under normal in-house use.

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If your disk fails to operate properly, please call Customer Service on Coleco's **toll-free service hotline: 1-800-842-1225 nationwide**. This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Time, Monday through Friday.

If Customer Service advises you to return your disk, please return it postage prepaid

and insured, with your name, address, proof of the date of purchase and a brief description of the problem to the Service Center you have been directed to return it to. If your disk is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the disk is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your disk requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: **1-800-842-1225 nationwide.**

IMPORTANT: SAVE YOUR RECEIPTS SHOWING DATE OF PURCHASE.



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